

“Dmitri”

Alignment: Unprincipled **P.C.C.:** Physical Psychic

Occupation: Construction Worker and part-time Mechanic

(In a Russian accent) “You want to hear my story, eh comrade? Da, pull up chair, pour drink, Dmitri tell you. I grow up in Minsk, 1990’s, in economic crisis... not good time to be there. But I’m strong comrade, even as boy. I’m good with my hands. I have head for mechanics. I like to build and fix things. I get job at thirteen in machine shop and I learn fast.

As young man, my family in New York offer me job and place to stay... say its better opportunity there. It was lie. My family all Russian Mafia there. They make me indentured servant to pay off plane ticket and place to stay. Heh... they knew I was strong, and good with my hands... they don’t know that I’m laid back and easy-going guy, bad for mafia work. So, they make me maintenance guy. I fix and take care of cars and guns. They teach me about munitions and heavy weaponry. I was okay with that, but they pay so small it takes decades to get out of indentured work. I don’t like that.

In time I learn about America. How to live here. Then, when ready, I pack my things, I steal truck and weapons. I fled in middle of night. I lose my real name, which is okay; I like “Dmitri” for new name. Sounds much cooler than old name. I travel here and there. I find odd jobs and fix things to get by. Eventually I come to Seattle.

I like Seattle... I get construction job here. I help fix Space Needle last year! Sometimes I find mechanic work. Mostly small engine things like lawn mowers, electric wheelchairs and motor boats, but I like it. I live in studio apartment now, I drive American truck now. I get GED. I’m hidden from Mafia family here.

I also get to flex muscles here; both physical and psychic. I have psychic gifts since I was boy. No one in the motherland or New York appreciate my gifts, so I keep them hidden. But guess what comrade? No need to hide in Lazlo Society! They want Dmitri to be strong in body and mind. They want me to use psychic gifts. They want my help killing monsters. I like that!

I may not be smartest in Lazlo Society, but I may be strongest! Many monsters think they can outsmart me... maybe... maybe. But I have yet to find monster who can outsmart bullets and my fists! DOS VEDANYA MONSTER! HAH HAAA! Raise a glass comrade, let us drink to outsmarting monsters, eh?”

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Beyond the Supernatural

Player: Pregenerated Player Character

Character: Dmitri Borskowitz

Nickname/Alias: "The Russian Gun Show"

P.C.C.: Physical Psychic (pages 73-77)

Sex: Male Alignment: Unprincipled

Occupation: Construction Worker & Part-Time Mechanic

Attributes

Hand to Hand Combat
 I.Q.: 11 HTH: Expert (Body Guard training)
 M.E.: 13 Actions per Round: 5
 M.A.: 15 Initiative:+ 1
 P.S.: 28 Damage:+ 13
 P.P.: 19 Strike:+ 4
 P.E.: 18 Parry:+ 5
 P.B.: 16 Dodge:+ 5
 Spd.: 23 Roll with punch, fall or impact:+ 3
 P.P.E.: 3 Pull Punch (11+):+ 4
 I.S.P.: 13 Knockout/Stun Roll: -
 S.D.C.: 62 Critical Strike Roll: Natural 20
 Hit Points: 42 Death Blow Roll: -
 Perception: +1
 Armor: armored vest & guards A.R.: 12 S.D.C.: 100
 Level: 4 Experience Points: N/A

Special Abilities/Skills

Yoga Style Meditation and Trance States: page 74

Summon Supernatural Strength: page 75

"Extra Strong" and "Extra Tough": pages 75-76

+1 save vs. Telepathy & Empathic probe & attacks

+3 save vs. hypnosis, mind control & illusions

Saving Throws

	Base	Modifier	Roll Needed
Horror Factor		<u>+4</u>	
Poison: Lethal	14	<u>+2</u>	<u>12+</u>
Poison: Non-Lethal	16	<u>+2</u>	<u>12+</u>
Harmful Drugs	15	<u>+2</u>	<u>13+</u>
Insanity	12	<u>-</u>	<u>12+</u>
Psionics	10	<u>-</u>	<u>12+</u>
Magic Spell	12	<u>+4</u>	<u>8+</u>
Magic Ritual	16	<u>+4</u>	<u>12+</u>
Coma/Death		<u>+6%</u>	
Possession		<u>+5</u>	
Curses	15	<u>+2</u>	<u>13+</u>
Disease	14	<u>+7</u>	<u>7+</u>
Pain	16	<u>+2</u>	<u>14+</u>
Bio-Manipulation		<u>+4</u>	
Magic Based Diseases		<u>+5</u>	

Last updated on 12/5/2022

Skills

	Base	Bonus	+%/lvl	Total%
Language: Russian	88	-	1	91
Literacy: Russian	80	-	2	86
Language: English	50	-	3	59
Literacy: English	40	-	5	55
Mathematics: Basic	72	-	3	81
Demolitions	60	10	3	79
Demolitions Disposal	60	10	3	79
Locksmith	35	20	5	65
Carpentry	25	20	5	60
Excavation	30	20	5	65
General Repair / Maintenance	45	10	5	70
Jury Rig	25	10	5	50
Masonry	40	15	5	70
Pilot: Automobiles	60	-	3	69
Pilot: Tracked Vehicles	54	16	5	85
Radio: Basic	50	10	5	75
Basic Mechanics	30	15	5	60
Basic Electronics	30	10	5	55
Auto Mechanics	60	10	3	79

Skills

	Base	Bonus	+%/lvl	Total%
Munitions Expert	40	10	5	65
Mechanical Engineering	30	10	5	55
 Lore: Demons / Monsters	30	10	5	55
Physical Labor	Physical & Attribute Bonuses			
Body Building	Physical & Attribute Bonuses			
Climbing (Hobbyist)	40	5	5	45
Climbing: Rappelling	30	5	5	35
Hobby: Weapon Modifications				
Hobby: <i>Walking Dead</i> fandom				
Weapon Proficiencies: Recognize Weapon Quality (35%)				
Ancient Weapon Proficiencies	Strike	Parry	Throw	
Blunt (bat, hammer, pipe, etc.)	+2	+2	-	
Modern Weapon Proficiencies	Strike	Aimed	Burst	
Handguns	+2	+4	+1	
Shotgun	+2	+4	+1	

Weapons & Hand-to-Hand Attacks

Weapons & Attacks	Strike	Parry	Throw/Range	Rate of Fire	Shots/Ammo	Weight	Damage
.44 <i>Redhawk</i> Revolver	+2/ +4	Aimed	135 feet	single	6 / 12 rounds	6 lbs.	5D6+3 per blast
Izhmash Saiga Shotgun	+2/ +1	Burst	150 feet	single/burst	10 / 2 clips	7.7 lbs.	5D6(s) / 2D4x10+8 (5 round burst)
Apocalypse Bat	+6	+7	+4 / 14 feet	melee	has one	12 lbs.	1D12+17 per successful strike
Silver-Plated Hammer	+6	+5	+4 / 38 feet	melee	has one	1 lb.	1D6(2D6 if vulnerable to silver)+15
Karate Punch / Kick	Called shots (nose, eyes, groin, etc.) can penalize target						1D4+13 (punch) / 2D4+13 (kick)
Elbow / Knee strikes	Note: Called Shots & Power Strikes cost two attacks to perform						1D6+13 (elbow) / 1D8+13 (knee)
Disarm Attacks	Needs a Natural 18-20 as a defensive move; gets a +1 bonus to offensive disarm attempts.						

Note: See *Demon Punch*, *Desiccation Punch* and *Summon Supernatural Strength* on back side for available psychic attacks

Note: Strike, Parry and Throwing bonuses from both *Hand-to-Hand Combat* and *Weapon Proficiency* bonuses are included

Equipment

smartphone, carpenter jeans, t-shirt, jacket, steel toed boots, fingerless gloves, wallet, web belt, magazine clip pouch, hip holster for revolver, shooting glasses, pocket flashlight, flask of Vodka, Zippo lighter, pack of cigarettes, neckerchief, and some personal items.

Duffle Bag Contents: Notebook & 2 pens, bottle of vodka, handkerchief, small portable toolbox, 30-piece electrician's kit, voltage tester, field gun cleaning kit, gun repair kit, safety goggles, breaching charges in a case, active ear muffs, large flashlight, walkie-talkie and 32-piece lock pick set.

Unique Items

Drives a six-year-old black *Chevy Trailblazer*

Keeps a variety of tools, tool boxes & kits, gear and building materials in the back of his vehicle like a mobile workshop.

Lives in a rented 2-bedroom house in Tacoma, Washington. Items of note at home include his basic wardrobe, dress clothes, one suit, PC laptop, printer, Wi-Fi, Blu-ray player & LED Smart TV, workout & bodybuilding gear & equipment, and a garage that's set up as his workshop to repair, maintain and modify his gear.

Has a secret "bug out bag" stashed inside a wall of his house in case he needs to flee from the Russian mob in a hurry.

Dmitri's Personal Information

Age: 30 Height: 6' 5" Weight: 315 lbs. Hair: dark brown; favors the military flattop

Eyes: blue Birth Order: last born of three Money: \$400.00 in cash on hand

General Appearance: Favors tight shirts, carpenter jeans and boots. Keeps a good tan from his construction job and working out shirtless outdoors. Always over packs for a paranormal investigation and fills the back of his *Trailblazer* with tools, gear and material like he's going to a construction, carpentry, or mechanic's job site. *"You never know when you need tools."*

Disposition: A loud, proud man of action & reaction, but positive & unflappable about things.

Family History: Of Russian descent with no known history of psychic phenomena.

Environment: From an impoverished family in Minsk, Russia. Immigrated to the US at 19.

Reason for Paranormal Investigating: *"I'm strong in body and mind for reason, and I'm sure it is for destroying big, ugly monsters... and if you got it, flaunt it, da?"*

Outlook on being Psychic: *"It destiny! I see psychics as family now, and psychic families kill monsters together and tell long stories over strong drinks by fireplace on cold nights, da?"*

Goals in Life: Get out of debt with his mafia family, perhaps open a small engine repair shop or even his own bar that serves really good Vodka drinks, like he had back in Russia.

Insanity: Dmitri enjoys his Vodka (and drinking in general) a little too much. He's on his way to becoming an alcoholic without some sort of intervention in his future.

Dmitri's Special Weaponry & Equipment

Knee, forearm and elbow guards Description: metal based protective sports padding

Abilities: Padding designed with stainless steel, EVA foam, PU Leather and Elastic Bands.

Designed for extreme sports protection, but also good for defending against physical attacks. Covers knees, shins, elbows and forearms. -5% to all physical skills due to weight and bulk.

A.R.:12, **S.D.C.:** 40 for each guard; adds +2 to **Roll with Impact** attempts.

Note: Can use guards for parrying without risking damage; must be targeted to take damage.

"Apocalypse Bat" Description: modified aluminum baseball bat

Abilities: This aluminum bat has been filled with lead and fitted with industrial-strength bolts.

"Forget Negan and 'Lucille', THIS bat is made for crunching zombie AND monster skulls!"

Silver-Plated Claw Hammer Description: plated hammerhead on a fiberglass handle

Abilities: Blunt end does 1D6 normal damage, but 2D6 damage to beings vulnerable to silver.

The clawed end does 1D6+2 normal damage, but 2D6+2 to beings vulnerable to silver.

Kel-lite Flashlight Description: rust proof, heavy duty flashlight

Abilities: Designed for law enforcement and reputed to be "near indestructible".

10x brighter than a normal flashlight and does 1D6 damage as a blunt weapon.

Black nylon Rope Description: 100 feet of high quality nylon rope.

Abilities: Heavy duty, all purpose rope with a tension strength of 600 lbs.

Can be used for climbing & rappelling and with his *Rope Trick* psychic ability.

breaching charges Description: blasting cap with detonation cord & fuse igniter

Abilities: Small, precise charges used to penetrate walls and blow doors off their hinges.

Does 6D6 to everything in a 3-foot-radius. Has three charges kept inside a protective case.

Description: _____

Abilities: _____

Miscellaneous

Leaping Distance: Up: 3.5 feet / 7 feet (Power) Across: 7 feet / 14 feet (Power)

Run: 15.6 mph (max) 18 melees 345 feet per round 69 feet per action

Swim: _____ mph (max) _____ minutes _____ feet per round _____ feet per action

Bonus to Charm/Impress: 40% Maximum carry/lift weight: 560 lbs. / 1,120 lbs.

Dmitri's Physical Psychic Details

Psionics: Base I.S.P.: 13 **Note:** I.S.P. Increases by 1 at every new level of experience

Multipliers: Scrutiny: x 1 Investigation: x 2 Lesser: x 4 Greater: x 6 Ancient: x 10

Physical Psychic Abilities

I.S.P.

Yoga Style Meditation & Trance States-pages 74-75: Special meditation techniques:

Complete Relaxation and Restorative Rest: A light trance in which he shuts out the world and focuses on calm, relaxation and rest. Twenty minutes of meditation is equal to two hours of sleep and recovers 8 I.S.P. Requires 10 minutes of preparation, but there's no I.S.P. cost.

Curative Trance: Reduces the symptoms, damage, and penalties of poison, infection, and illness by half for as long as he remains in this trance. Can be maintained up to 3 days per level of experience.

Complete Closed Mind Trance: In this state he enters a trance that completely seals him off from the physical and paranormal world. This altered state of sensory deprivation makes him appear to be alive but in a deep coma. Protects him from psychic attacks & communication.

Summon Supernatural Strength-page 75: Turns his normal strength into *Supernatural Strength* for 24 seconds (one round and three actions). See *Damage Table* below for details. **5**

Meditation(75%): A successful roll means he quickly enters a light, meditative trance state and comes out of it feeling refreshed, energized, and focused. Recovers 6 I.S.P. per hour of meditation.

Demon Punch-page 108: A punch or kick that does 3D6+13 damage to supernatural beings, creatures of magic, entities, energy beings and Astral travelers. Does 6D6+13 to Ancient Evil. **6**

Desiccation Touch-page 109: Does 1D8x10 damage to physical supernatural beings, and 2D8x10 to Ancient Evil, Alien Intelligences and their avatars. Successful saving throw does 1/2 damage. **20**

Impervious to Cold-page 111: Suffer no ill effects or discomfort from even freezing conditions. **2**

Impervious to Fire-page 111: Endure intense heat without pain, damage, injury or scarring. **4**

Nightvision-page 112: Able to see in the dark as if he were using passive night-sight goggles. **4**

Rope Trick-page 113: Perform levitation on a length of rope, rising it up to 48 feet into the air. The levitated rope is held firmly in the air and can support up to 400 lbs. **4**

Summon Inner Strength-page 114: Call upon his inner reserves of strength; gain +4 P.S., +10 S.D.C., +2 save vs poison, toxins and disease and +5% save vs coma/death. Lasts 20 minutes. **4**

Example quotes from Dmitri

"Blech, the supernatural... they are vermin that need extermination. Lucky for you I'm exterminator!"

"What's with all this standing around, comrades? Fortune favors the bold!"

(Just before going into monster lair) "Hey, you all know the rule... 'be sure to stretch before engaging in rigorous physical activities.' Now, follow my lead." (starts performing a variety of stretches)

"Welcome... to the Russian gun show, comrades!" (starts performing bodybuilder flexes)

"What was that? Sorry, I couldn't hear you over kaboom my gun make."

"Vodka; nothing better to fight the cold... or the fear."

"I love 80's movie Russian bad guys; they're always so bad ass and dangerous... just like me!"

"I WILL BREAK YOU, MONSTER! DASVIDANIYA!"

(Getting pummeled by a Brawling Joe) "Uh uh monster, I am good sport, but not good loser!"

(Casts Summon Inner Strength and gets back into a fighting stance) now... where were we, brute?"

"In Russia, twenty-sided die roll you!"

Summon Supernatural Strength Notes (BTS-2, page 134)

Restrained Punch: 2D4+13, **Full Strength Punch:** 3D6+13, **Power Punch:** 6D6+13 (costs 2 attacks)

Supernatural Carrying Strength: 1,400 lbs. **Supernatural Lifting Strength:** 2,800 lbs.

Can hurl a heavy, awkward objects that weights up to 1,400 lbs. as far as 28 feet!

Damage from hurling heavy objects does 1D6+1D6 per every 20 lbs. (100 lb. object does 6D6)

Examples: A 100 lb. object does 6D6 damage while a 1000 lb. object does 6D6x10 damage!